



Team G.G



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01 ★ Overview

Objective

- Indirectly experience college life from freshman to senior through college simulation game



Role of each member

**Dajung
Kim**

- Arts
- Mini-game 4 Development
- Testing

**Seoyeon
Kim**

- Framework
- Mini-game 2 Development
- Testing

**Jonglk
Park**

- Scripting
- Mini-game 1 Development
- Testing

**Yesom
Ha**

- UI Design
- Mini-game 3 Development
- Testing

Schedule

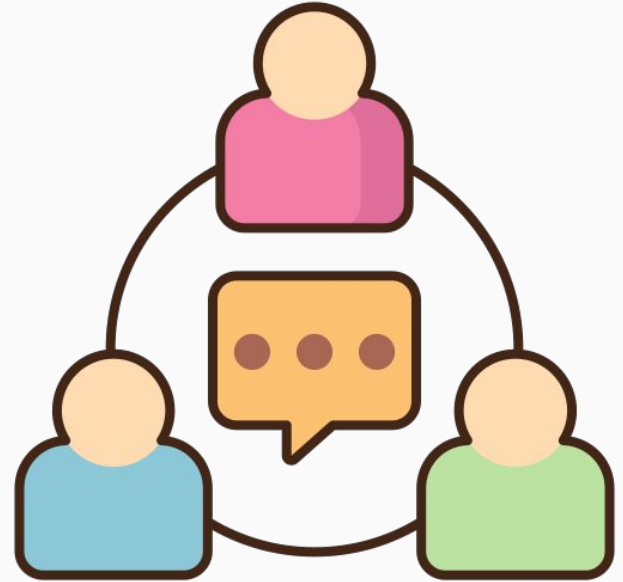
Project Planning

| | W3 | W4 | W5 | W6 | W7 | W8 | W9 | W10 | W11 | W12 | W13 | W14 |
|-----------------------|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|
| Planning | | | | | | | | | | | | |
| Scripting | | | | | | | | | | | | |
| UI Design | | | | | | | | | | | | |
| Arts | | | | | | | | | | | | |
| Framework | | | | | | | | | | | | |
| Mini-game development | | | | | | | | | | | | |
| Sound | | | | | | | | | | | | |
| Testing | | | | | | | | | | | | |

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Communication

- Regular weekly meetings
- Active feedback and organic scheduling
- Distribution of primary roles and clear purpose

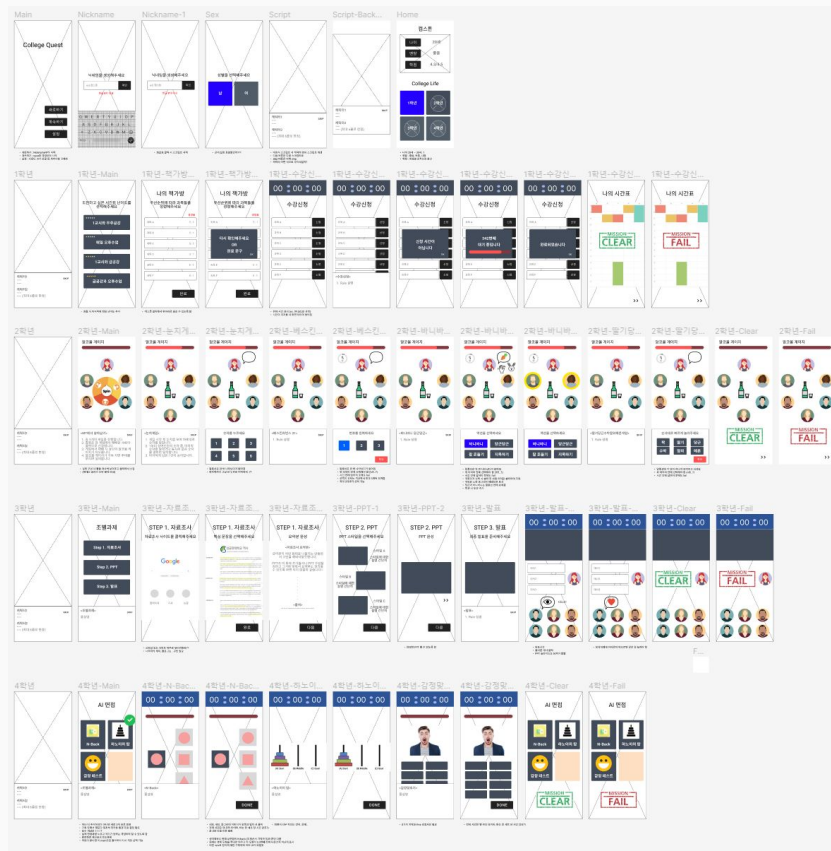




02 ✨ Progress

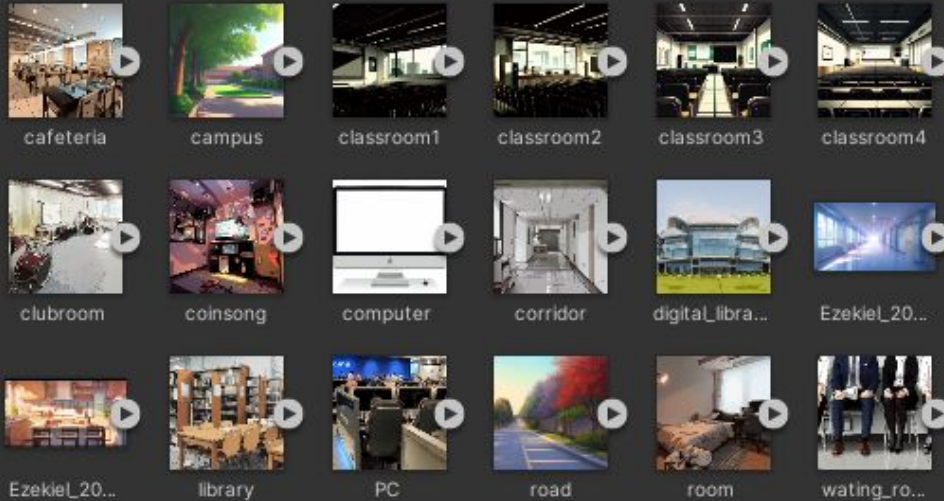
Design - UI

- UI wireframe for game main
- UI wireframe for mini-game

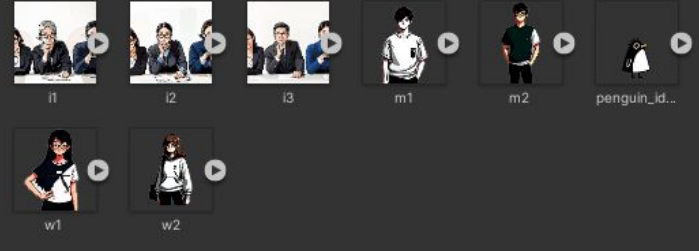


Design - Arts element

Assets > Images > BG



Assets > Images > Character



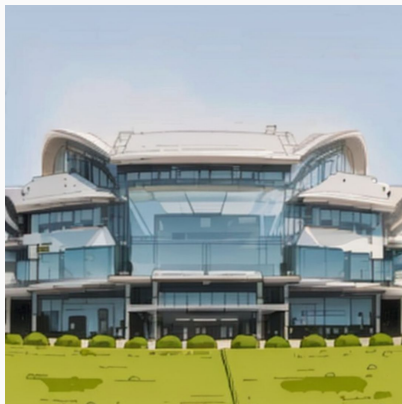
Assets > Images > logo



Design - Example of using an art image



character



background



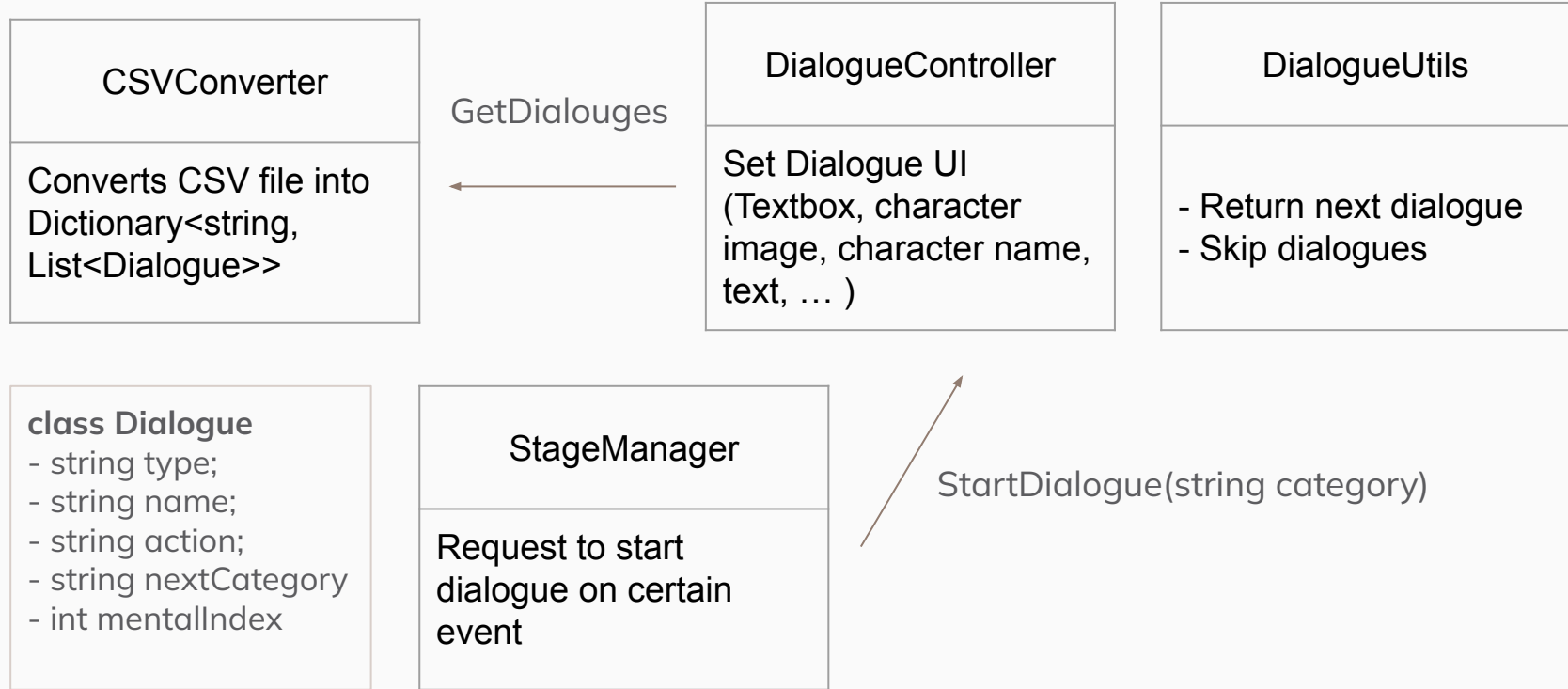


Unity

- Game engine
- Used to create 2D or 3D games
- Popular for indie-game development
- Language : C#



Implementation - Dialogue System



Implementation - Save and Load

```
class GameData
- string userName;
- int mentalIndex;
- int progress
```

DataController

SaveData() :
Convert GameData into
json file and save the
file

LoadData() :
Convert json file into
GameData

After each
stage

On game
start



Newtonsoft Json



03 ✨ Challenges ✨

Challenges - trial and error (Unity)

Issue

Since many team members had **low familiarity** on Unity, the progress on mini-game development is taking longer than expected.



Solution

- Managing schedule
- Self-study
- Active Q&A

Challenges - trial and error (Arts)

Problem situation 1

In general, the game development process requires an art designer.
But we didn't have anyone majoring in design.

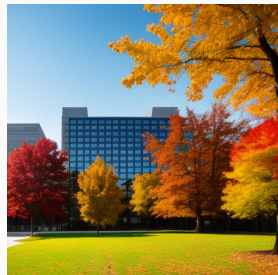
Solution 1

To solve the absence of an art designer, an AI image creation tool was used.

STEP 2 무엇을 그려볼까요?

X

원하는 이미지를 직관적으로 표현해보세요.
(예시)카페라테 → 머그컵에 담긴 카페라테



Challenges - trial and error (Arts)

Problem situation 2

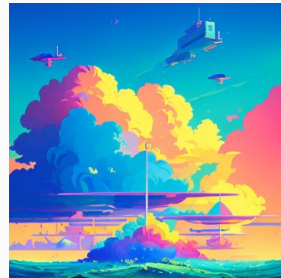
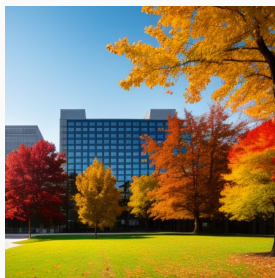
It was difficult to accurately obtain a desired image using the AI image generation tool. In addition, it was difficult to complete the unity of the entire game because the texture of the painting changed each time it was created.

STEP 2 무엇을 그려볼까요?

가을의 대학교 풍경



① 원하는 이미지를 직관적으로 표현해보세요.
(예시)카페라테 → 머그컵에 담긴 카페라테



Challenges - trial and error (Arts)

Solution 2

We used the function of the AI image tool to change the image picture of a specific place and draw it as a painting.





04 ✨ Discussion ✨



Limitation

- A perfectly realistic implementation is not possible.
- Virtual college, four years of life compressed.
- The overall scenario is set.
- The difficulty of describing the complex and varied events of college life.



Expectation

- It will be an imperfect but useful guide for college life.
- Indirect experiences from events in college
- Take a break with a simple game format
- Increased sense of accomplishment and confidence



05 ✨ Demo





Stage4 - AI Game (Emotion Game)

